

INFO DESIGN 2

ARTG 4552 02

Instructor Dave Landry

Fall 2015 Semester

Tuesdays 6:00–9:30

COURSE OVERVIEW

Building upon previously learned design fundamentals and information design concepts, this course aims to translate these skills into the interactive digital world through the use of ever-evolving web technologies.

SCHEDULE

The classes in the first half of the semester are focused around a specific aspect of creating engaging interactive web visualizations. Once we've built that foundation, you will embark on creating an interactive visualization platform.

09.15 – Intro to the Web Stack and Github

09.22 – HTML and SVG Basics

09.29 – Javascript and D3

10.06 – Data Collection and APIs

10.13 – Visualization Principles

10.20 – User Interaction

10.27 – Narrative in Visualization

11.03 – Visualization Platforms

11.10 – Guided Work in Class

11.17 – Guided Work in Class

11.24 – Guided Work in Class

12.01 – Guided Work in Class

12.08 – Final Critiques and Wrap-Up

TECHNOLOGY

This course is structured around creating interactive visualizations in Javascript. As such, you will be expected to use a programming environment that helps facilitate the process. While any text editor is capable of writing code, some of the more popular and suggested applications are: TextMate, Sublime, and Atom.

FINAL PROJECT

The skills acquired in the first half of the semester are building blocks towards creating a web visualization platform. You may use any dataset that contains at least 1,000 entries, and you must visualize it using at least 3 distinct techniques. Projects will be graded on not only the implementation of each visualization, but on the cross-interactivity between visualizations and the overall narrative of the site.

GRADING AND ATTENDANCE

30% – Homework Assignments

70% – Final Project

Only one unexcused absence is allowed for this course.